COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Hunter (Assassin)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	16	3

HEALTH MAXIMUM	CURRENT	DEFLECT
13		1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	13	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT

3	AGILITY (SPD)	○○○○○
3	ATHLETICS (STR)	○○○○○
3	HEAVY WEAPONRY (STR)	○○○○○
5	LIGHT WEAPONRY (SPD)	●●○○○
4	STEALTH (SPD)	●○○○○
3	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
2	DISCIPLINE (WIL)	○○○○○
2	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
4	PERCEPTION (AWA)	●●○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lb.	30 ft.	1d6	10 ft.

CONDITIONS & INJURIES

EXPERTISES

[Cultural] Wayfarer: You can read international maps, know basic phrases and cultural details for every culture, and can find trustworthy currency exchange hubs in major cities.

[Cultural] Alethi: You speak the language, know basic facts, and can make tests to recall obscure information about this culture.

WEAPONS

Knife - Melee
+5 vs. Physical (1d4 + 5 keen damage)
- *Discreet: Gain an advantage to conceal*

Sling - Ranged [30/120]
+5 vs. Physical (1d4 + 5 impact damage)
- *Discreet*

Improvised Weapons - Melee
+3 or +5 vs. Physical (*same damage die and type as similar weapon* + 3 *or* +5 damage)
- *Improvised: GM chooses similar weapon*
- *Fragile: ⁘ may break weapon*

TALENTS

SEEK QUARRY (1 minute)
Spend 1 minute to make a character whom you can sense or whom you've encountered your quarry. You gain an advantage on tests made to find, attack, or study your quarry (such as with the Gain Advantage action). Lasts until you end this effect as ▹ or select a new quarry.

Current Quarry:_____

STARTLING BLOW (►)
Make an improvised weapon or unarmed attack vs. Cognitive of a target your size or smaller. On a hit or graze, the target also becomes Surprised until the end of your next turn.

STORMLIGHT™
CAMPAIGN SETTING

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CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Leather armor (Deflect 1) - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Knife
Sling

Underworld Kit
- Backpack
- Common Clothing
- Bottle of Horneater white (alcohol)
- 50 feet of rope
- Flask of oil
- 5 days' worth of street food
- Crowbar: *Use to gain an advantage on Athletics tests where the crowbar's leverage can be applied.*
- Lockpick: *Use to gain advantage on Thievery tests made to pick a lock.*
- Flint and steel: ► *to light substantial fuel within reach.*
- Lantern (oil): *Light in 30-foot radius.*

MARKS 13

PURPOSE

OBSTACLE

GOALS

_____ ○○○
_____ ○○○
_____ ○○○
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_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Armor] Leather: You can benefit from this armor's expert traits (included).

NOTES

Operatives of the mysterious **Ghostbloods** are tempted by the secrets offered by their order, including whispers of other worlds. Intent on achieving the goals of their superiors, operatives see those who stand in their way as collateral damage. They keep their skirmishes in the shadows and skillfully avoid attention. Within the order, operatives follow a strict chain of command and are often audited by higher-ranking members. Loyalty must be proven regularly, lest a Ghostblood hunter become Ghostblood prey.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Stealth and 1 rank in Intimidation (increasing the modifiers by 1)
- The Killing Edge talent

CONNECTIONS